

Claims

1-3 (cancelled)

4 (previously present) A board as described in Claim 5, where the arrangement of the points is square, and when a player presses a point the board switches off points of the player's colour which can be reached from the pressed point by moving three point along the line or the column that the pressed the point is in and then moving two points in orthogonal direction, and points of the opponent's colour which can be reached from the pressed point by moving two points along the row or the column and then moving one point in an orthogonal direction.

5 (Currently amended) An electronic board comprising a grid of grid points on a flat surface, where each grid point is a visible element which is capable of detecting when it is pressed, and an illumination source inside or below the surface which is capable illuminating the visible element by either of two colours;

which exhibits a behaviour which makes it useful for playing various games;

and in one of these games the behaviour of the board is as follows:

the game starts with an equal number of points illuminated in each of the two colours;

the board remembers two fixed patterns of points with respect to the point that is pressed, one the "current player" pattern and one the "opponent player" pattern;

the board keeps a record of the "current player colour";

when a player presses a point, the board switches off points in the "current player's colour" that are in the "current player" a fixed pattern with respect to the pressed point and points in the other colour that are in the "opponent player" another fixed pattern with respect to the pressed point, and then makes the other colour the "current player's colour";

when all the points that are illuminated are illuminated in the same colour, the board declares the player of this colour as winner.